

*Run Dino Run*  
Technical Design Document

## *Overview*

Run Dino Run is an endless survival game. The game play loop consists of jumping over enemies. There is nothing that the player requires beforehand to play this game. (Other than a pc or mobile phone with internet access to play it on.)

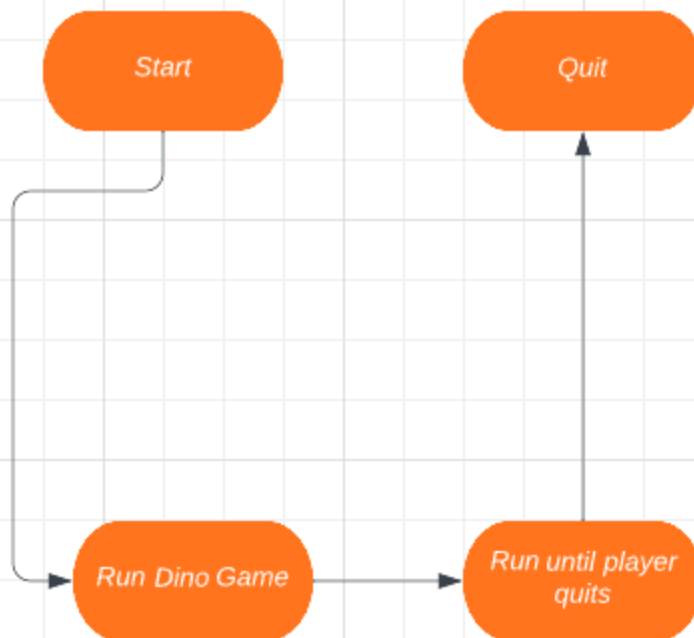
The player moves using on screen buttons, such as jumping, respawning, and quitting. The objective of the game is to survive as long as possible. The game only ends if the player decides to quit.

## *Requirements for Project:*

- A PC or mobile phone with internet access
- A mouse / finger to press the on screen buttons

## FlowChart of Game Loop

Sam Middleton | April 11, 2023



# Run Dino Run UML

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